

Vaishak Lalsangi

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vaishak.io

Education & Skills

Georgia Institute of Technology in Atlanta, GA

May 2019

B.S. Computer Science, *cum laude*

- Concentrations in Systems & Architecture and Intelligence

Skills

- **Programming:** Python, C, C++, Java, HTML/CSS, Dart
- **Technologies:** Spark, Hadoop, EC2, VPC, AngularDart, Unity, Bootstrap

Experience

Amazon, Seattle, WA

July 2019 - September 2021

Software Development Engineer, Amazon Alexa

- Built infrastructure to deploy Spark clusters for data processing and delivery in a speech data pipeline
- Designed and launched a feature that vends data for back and forth dialogue exchanges with Alexa
- Overhauled the data submission architecture which eliminated previous weekly manual overhead
- Ensured the pipeline provided data smoothly for internal customers with on-call shifts

Software Development Engineer, Amazon Web Services

- Maintained a hypervisor system level service that configures VPC networking for AWS instances
- Developed a feature allowing multiple overlay IPv6 addresses, requiring coordination with 6 other teams
- Solved immediate issues affecting thousands of AWS instances during on-call shifts
- Implemented minor features such as improved monitoring to diagnose fleet issues

Google, Los Angeles, CA

May-August 2018

Software Engineering Intern

- Worked on a web application using AngularDart that integrates with internal CRM tools
- Developed the most requested feature for the application by the Google Ads sales team
- Boosted productivity by implementing mass edit functionality in the frontend

Georgia Tech College of Computing, Atlanta, GA

January-May 2018

Teaching Assistant

- Led group recitations weekly that cover concepts such as assembly and processor design
- Created and designed projects and homework for the class on behalf of the professor
- Held three office hours a week to answer student questions and help with projects and homework

Manhattan Associates, Atlanta, GA

May-August 2016

Research and Development Intern

- Designed and wrote 65 unit test cases for production code in Java using Mockito and JUnit
- Performed debugging and troubleshooting procedures, such as white and black box testing
- Developed new functionality for products in a SCRUM team via Agile strategies
- Contributed 2,000+ lines of code to the payment module backend in Point of Service terminal software

Projects

Brains...

November 2016

- Android app that utilizes Google Cardboard for a virtual reality zombie shooter game
- Used Unity for game logic and world map, as well as zombie movements and weapons
- Developed in a four person team for HackNC at the University of North Carolina, Chapel Hill